

VIOLATIONS

A violation is an infraction of the rules which is penalized.

Out of Bounds	A player must not cause the ball to go out of bounds. Players must not leave the court for an unauthorized reason and be the first to touch the ball upon returning inbounds.
Illegal Dribble	A player must not dribble a second time (double dribble) after the first dribble has ended.
Kicking	A player must not intentionally strike the ball with any part of the leg or foot.
Traveling	<p>A player must not travel with the ball. Traveling is moving a foot or feet in any direction more than prescribed limits while holding the ball.</p> <p>A player who catches the ball with both feet on the floor may pivot using either foot. When one foot is lifted, the other foot becomes the pivot foot.</p> <p>After coming to a stop and establishing a pivot foot, the pivot foot may be lifted but not returned to the floor before the ball is released. The pivot foot may not be lifted before the ball is released to start a dribble.</p> <p>A player holding the ball may not touch the floor with a knee or any other part of the body other than hand or foot.</p> <p>A player on the floor holding the ball may sit up but may not attempt to get up or stand.</p>
10-Second	A team must not be in continuous control of a ball in their backcourt for ten seconds. A ten second count continues when the defense deflects or bats the ball.
5-Second	A player closely guarded in the frontcourt must not hold the ball or dribble for five seconds. For throw-ins, the thrower has five seconds to release the ball.
3-Second	A player must not remain in the free throw lane for three seconds while his/her team is in control of the ball in the frontcourt. Allowance must be made for a player who, having been in the free throw lane for less than three seconds, dribbles in or moves immediately to try for goal. [DYA EXCEPTION: 3 rd & 4 th Grade leagues, lane violation is five seconds]
Backcourt	<p>An offensive player must not be the first to touch the ball in the backcourt after it has been in team control in the frontcourt if the offense is the last to touch the ball in the frontcourt.</p> <p>A ball in team control in the frontcourt that is deflected by a defensive player into the backcourt may be recovered by either team unless the offense was the last to touch the ball before it went into the backcourt. If the offense was last to touch the ball in its own frontcourt, only the defense may legally recover.</p> <p>During a jump ball, throw-in, or while on defense, a player may legally jump from his/her frontcourt, secure control of the ball with both feet off the floor, and return with one or both feet in the backcourt.</p>
Excessive Swinging of Arm(s)/Elbow(s)	A player must not excessively swing his/her arm(s) or elbow(s), even without contacting an opponent.

PENALTY: The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from a designated spot out-of-bounds closest to where the violation occurred.

FOULS

A foul is an infraction of the rules which is charged and is penalized.

A player must not...

- hold, push, charge, trip, or impede the progress of an opponent by extending arm(s), shoulder(s), hip(s), or knee(s), nor use any rough tactics.
- use hands on an opponent in any way that inhibits the freedom of movement of the opponent.
- extend the arm(s) fully or partially other than vertically so that freedom of movement of an opponent is hindered.
- use the forearm and/or hand to prevent an opponent from attacking the ball during a dribble or when throwing for goal.

When a dribbler is moving in a straight-line path, he/she may not be crowded out of that path, but if an opponent is able to legally obtain a defensive position in that path, the dribbler must avoid contact by changing direction or ending his/her dribble.

The following acts constitute a foul when committed against a ball handler/dribbler:

- a. placing two hands on the player
- b. placing an extended arm bar on the player
- c. placing and keeping a hand on the player
- d. contacting the player more than once with the same hand or alternating hands

PENALTY: The ball is dead when the foul occurs and is awarded to the opponents for a throw-in from a designated spot out-of-bounds closest to where the foul occurred, or free throws are awarded.

Personal Foul A personal foul is a player foul involving illegal contact which hinders an opponent from performing normal defensive and offensive movements.

Types of personal fouls:

Blocking	Illegal contact which impedes the progress of an opponent.
Pushing/Charging	Illegal contact caused by pushing or moving into an opponent's torso.
Holding	Illegal contact which interferes with an opponent's freedom of movement.
Illegal use of hands	Illegal contact which in any way inhibits the freedom of movement of the opponent or acts as an aid to a player in starting or stopping.
Hand check	Illegal contact in which a defender uses one or both hands to impede the forward or lateral movement of a ball handler.

FOULS (CONTINUED)

Technical Foul	A technical foul is a non-contact foul. A player can be called for a technical foul by disrespectfully addressing or contacting an official, taunting or baiting opponents, using obscene language, or fighting. A technical foul is always penalized with 2 free throws plus possession of the ball for a throw-in at the division line opposite the scorer's table. A player technical foul counts as one of the five personal fouls for disqualification.
Intentional Foul	<p>An intentional foul is a personal or technical foul that may or may not be premeditated and is not based solely on the severity of the act. An intentional foul is penalized with 2 free throws plus possession of the ball for a throw-in at the spot nearest the foul. [Exception: 3 free throws for an intentional foul during an unsuccessful 3-point attempt]</p> <p>Intentional fouls include but are not limited to:</p> <ol style="list-style-type: none">contact that neutralizes an opponent's obvious advantageous positioncontact away from the ball with an opponent not involved with a playcontact that is not a legitimate attempt to play the ball/player specifically designed to stop the clock or keep it from startingexcessive contact with an opponent
Flagrant Foul	A flagrant foul is a personal or technical foul of a violent or excessive nature. It may or may not be intentional. Any contact which is extreme, persistent, vulgar, or abusive is flagrant. Fighting is a flagrant act. A flagrant foul includes a player ejection .
Bench Technical Foul	The head coach is responsible for his/her own behavior and all other bench personnel. Bench personnel are not permitted to disrespectfully address officials, attempt to influence officials' decisions, use obscene language, incite undesirable crowd reactions, or object to an official's decision by rising from the bench.
Player-Control Foul	A player-control foul is a common foul committed while in control of the ball or as an airborne shooter. Bonus free throws are not awarded for player-control fouls. When an airborne shooter commits a player-control foul, a goal cannot be scored.
Team-Control Foul	A team-control foul is a common foul committed by a member of the team in control. Bonus free throws are not awarded for team-control fouls.
Double Foul	A double foul is where two opponents commit fouls against each other at approximately the same time. Free throws are never attempted, and play is resumed with a throw-in at the point of interruption.
Team Foul	A team foul is any personal foul or technical foul which is charged to either team. All team fouls are counted to reach bonus free throws.

FREE THROWS

A free throw (foul shot) is an opportunity to score one point by an unhindered try for goal from behind the free throw line. Free throws are attempted in the order the fouls occurred.

Lane spaces may be occupied as follows:

1. a maximum of four defensive and two offensive players
2. the bottom two spaces (closest to the basket) must be occupied by the defense
3. the middle two spaces may be occupied by either team, but offense has priority
4. the top two spaces (closest to the thrower) may only be occupied by the defense

The free thrower must release the ball within 10 seconds and must cause the ball to enter the basket or touch the rim. Opponents must not distract the thrower. The thrower must not fake a try and opponents must not fake to cause an opponent to violate.

No one may enter or leave a marked lane space once the ball has been bounced to the thrower. Players in marked lane spaces may enter the lane when the try is released. Players not in marked lane spaces may not have either foot beyond the vertical plane of the free-throw line extended and three-point line extended until the try touches the rim.

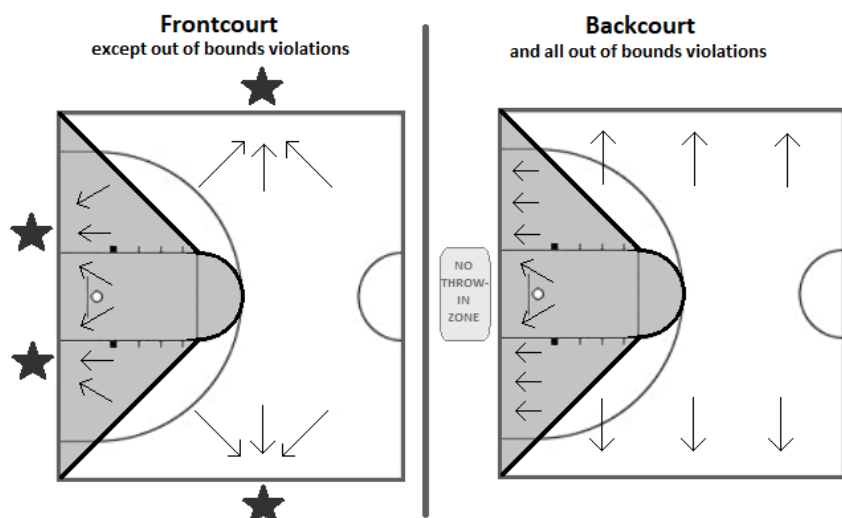
If the throwing team violates, or if simultaneous violations by each team occur, the ball is dead and no point can be scored. If the defensive team violates and the try is successful, the violation is disregarded. If the defensive team violates and the try is unsuccessful, a substitute free throw is awarded.

THROW-INS

A throw-in is a method of putting the ball in play from out of bounds. A throw-in begins when the ball is at the disposal of the thrower and ends when the pass is legally touched, or the throw-in team commits a violation. The traveling rule does not apply for throw-ins.

Designated spot throw-in The thrower has a 3-foot-wide space with no depth limitation. One foot must be on or over the 3-foot-wide space.

Designated spot throw-ins occur nearest to the location of the foul/violation or ball (see image).



For calls occurring in the gray-shaded areas, play resumes with a throw-in on the end line.

For calls occurring in the unshaded areas, play resumes with a throw-in on the sideline.

Frontcourt throw-ins occur at the designated spot (star) nearest to where the call occurred.
EXCEPTION: out of bounds violations

Backcourt throw-ins occur at the nearest spot to where the call occurred.

THROW-INS (CONTINUED)

If a defender crosses the plane of the inbounds line before the throw-in pass is released and... (1) contacts the thrower, an **intentional foul** is called; (2) contacts the ball in the thrower's possession, a **technical foul** is called; (3) does not make contact, a **team warning for delay** is reported to the scorer.

End line privilege throw-in An end line privilege throw-in occurs following a goal from any point outside the end line. The thrower has no width or depth limitation. Any player of the team may pass the ball along the end line to teammates outside the boundary.

ALTERNATING POSSESSION

Alternating possession is a method of putting the ball in play where teams switch off taking the ball out of bounds for a throw-in. The team obtaining control from the jump ball establishes the alternating-possession procedure, and the **possession arrow** is set to the opponent.

An alternating-possession throw-in occurs:

1. when a held ball is called.
2. at the start of the second, third and fourth quarter.
3. when a live ball lodges between the backboard and the ring.
4. when simultaneous violations occur.

The possession arrow is **reversed** once the alternating-possession throw-in ends, which is when:

1. the throw-in pass is legally touched by a player on the court.
2. the throw-in team commits a violation.

The possession arrow is **not reversed** if:

1. either team commits a foul before the throw-in ends.
2. the defense commits a violation before the throw-in ends, such as kicking the ball or reaching through the throw-in boundary.

The possession arrow is displayed on the scoreboard with an arrow pointing to the team who will receive the next alternating-possession throw-in. Some facilities have an extra possession arrow display located on the scorer's table. This arrow points to the team's basket who will receive the next alternating-possession throw-in. Always switch the direction of this arrow at the start of halftime as baskets change for the second half.

GAME CLOCK

The clock stops when a whistle is sounded. [DYA EXCEPTION: continuous clock rules may apply]

The clock never stops when a goal is made – the clock only stops on whistles.

The clock starts when (1) a jump ball is legally touched by a jumper, (2) a throw-in pass is legally touched by a player on the court, or (3) an unsuccessful free throw is legally touched by a player on the court.

If the clock is stopped at 0:00.3 or less, by rule, teams cannot catch and shoot to score. Once the ball is caught, time must be declared out. A goal may be scored on a tapped ball.

BASKETBALL GLOSSARY

Airborne shooter	An airborne shooter is a player who has released the ball on a try for goal and has not returned to the floor.
Basket	Teams shoot at the basket farthest from their bench in the first half and change baskets at halftime to shoot at the basket nearest to their bench for the second half.
Bench Personnel	All individuals who are part of or affiliated with the team are considered bench personnel including substitutes, coaches and statisticians. Only the head coach may stand within the 28-foot coaching box.
Bonus	Beginning with the 5 th team foul of each quarter, two free throws are awarded.
Closely guarded	A player is considered closely guarded when an opponent is within six feet of a player holding or dribbling the ball in the frontcourt. A closely guarded count ends when the offensive player gets his/her head and shoulders past the defensive player. During an interrupted dribble, a closely guarded count must end and a new count cannot begin.
Dead ball	The ball becomes dead when (1) a goal is made, (2) a foul occurs, (3) a violation occurs, (4) a held ball occurs, (5) it is apparent a free throw will not be successful, (6) an official's whistle is blown, or (7) time expires.
Disqualified player	A disqualified player is one who is barred from further participation for committing five personal fouls, two technical fouls, or a flagrant foul. The head coach must replace a disqualified player in 15 seconds.
Dribble	A dribble is ball movement by a player in control who bats or pushes the ball to the floor once or several times. The dribble ends when (1) the dribbler simultaneously touches the ball with both hands, (2) the ball comes to rest in one or both hands, or (3) the dribbler loses control due to an opponent touching the ball.
Faking being fouled	Faking being fouled is when a player simulates being fouled or makes theatrical or exaggerated movements when there is no illegal contact.
Free throw lane	The free throw lane (also known as the key or paint) is the 12-foot-wide area between the end line and the free throw line.
Free throw line	The free throw line (also known as the foul line) is marked 15 feet from the backboard.
Fumble	A fumble is the accidental loss of player control when the ball unintentionally drops or slips from a player's grasp. Traveling can never be called while fumbling.
Guarding	Guarding is the act of legally placing the body in the path of an offensive opponent. Every player is entitled to a spot on the playing court provided they get there first without illegally contacting an opponent. To obtain an initial legal guarding position, a defender must have both feet on the floor and the guard's torso must be facing the opponent.
Held ball	A held ball occurs when opponents have their hands so firmly on the ball that control cannot be obtained without undue roughness. When an opponent places hand(s) on the ball preventing an airborne player from releasing the ball, a held ball is called.

BASKETBALL GLOSSARY (CONTINUED)

Inadvertent whistle	An inadvertent whistle is when an official erroneously sounds the whistle. Play is stopped and then resumed with a throw-in at the point of interruption.
Interrupted dribble	An interrupted dribble is when the ball is loose after it momentarily gets away from the dribbler.
Jewelry	Players are not permitted to play wearing jewelry of any kind.
Jump Ball	The game and each extra period begins with a jump ball in the center circle. Jumpers are permitted to touch the toss two times after the ball reaches its peak. Jumpers must not catch the ball before the jump ball ends. Until the ball is tossed, non-jumpers must not move onto the center circle or change position around the circle.
Live Ball	The ball becomes live for: (1) a throw-in, when it is at the disposal of the thrower, (2) a free throw, when it is at the disposal of the free thrower, (3) a jump ball, when the tossed ball leaves the referee's hand(s).
Overtime	Overtime is an extra period where play continues without a change of baskets if the score is tied at the end of the fourth quarter. Overtime is an extension of the fourth quarter.
Pivot	A pivot is when a player holding the ball steps in any direction with one foot, while the other foot, called the pivot foot, is kept at its point of contact with the floor.
Player control	A player is in control of the ball when he/she is holding or dribbling a live ball. There is no player control during an interrupted dribble.
Screen	A screen is a legal action by a player who, without causing contact, delays or prevents an opponent from reaching a desired position. To establish a legal screening position, the screener may face any direction and must be stationary, except when moving in the same direction/path as the opponent. The screener must stay within his/her vertical plane with a stance approximately shoulder width apart.
Team control	A team is in control of the ball: (1) when a player has control, (2) while a live ball is passed between teammates, (3) during an interrupted dribble, and (4) during a throw-in. Team control continues until a shot is released, an opponent secures control, or the ball becomes dead.
Warning for conduct	A warning to the head coach or bench personnel for misconduct is reported to the scorekeeper. A warning is not required prior to calling a technical foul.
Warning for delay	A team warning for delay is reported to the scorekeeper for: (1) a throw-in plane violation, (2) contact with the free thrower or a huddle in the lane prior to a free throw, (3) interfering with the ball following a goal, (4) not having the court ready for play following a time-out, or (5) failing to immediately pass the ball to the nearer official when a whistle sounds. Any subsequent delay results in a team technical foul.

FREQUENTLY MISUNDERSTOOD BASKETBALL RULES

1.	MYTH: The top of the backboard is out of bounds.	RULE: The top, sides, and bottom of the backboard are all inbounds. If the ball passes over the top of a rectangular backboard, it is out of bounds. The back of the backboard is out of bounds as are any poles or wires.
2.	MYTH: A shooter cannot catch their own airball.	RULE: A shooter may retrieve his/her own airball if the referee judges the throw to be a legitimate shot attempt.
3.	MYTH: If it looks funny, it must be traveling.	RULE: The traveling rule is one of the most misunderstood in basketball. A player cannot travel unless that player has control of a live ball. A bobble or fumble is not control.
4.	MYTH: It is traveling when a player dives for a loose ball, gains control, and continues sliding across the floor.	RULE: A player may slide on the floor while trying to secure a loose ball until that player's momentum stops, regardless of how far they slide.
5.	MYTH: Lifting the pivot foot is traveling.	RULE: Lifting the pivot foot is not traveling unless the ball handler puts the pivot foot back on the floor prior to passing or shooting the ball. The pivot foot cannot be lifted before the dribble is started.
6.	MYTH: A player who fumbles a pass, recovers it with both hands, then begins a dribble has committed a double-dribble violation.	RULE: A fumbled ball may always be recovered. A fumble is not a dribble and any steps taken during recovery are not traveling, regardless of progress made or advantage gained. Running while fumbling is not traveling. It is legal to fumble a pass, recover it with both hands, and then begin a dribble. If a player bats the ball to the floor, picks it up, then begins to dribble, the official must judge if it was a "controlled bat." If controlled, it is a double dribble violation.
7.	MYTH: A player saving the ball falling out of bounds cannot ask for a time-out.	RULE: A player saving the ball in the air can be granted a timeout even if that player is going out of bounds. The key is whether the player has control of the ball.
8.	MYTH: An inbound player cannot move during a designated spot throw-in.	RULE: During a designated spot throw-in, the thrower must keep one foot on or over a three-foot wide spot. The thrower is permitted to jump, move one or both feet, and move back as far as space allows.
9.	MYTH: An inbound player cannot step on the boundary line or bounce the ball.	RULE: A player inbound the ball for a throw-in may step on but not over the boundary line as the line itself is out of bounds. The player may legally dribble the ball in the out-of-bounds area.
10.	MYTH: Both teams must wait behind half court for free throws resulting from a technical/intentional foul.	RULE: For free throws with no rebounders in marked lane spaces, the nine non-shooting players are required to remain behind the free throw line extended and three-point arc, not the half-court line.
11.	MYTH: The ball accidentally hits off a player's shoe. This is a kicking violation.	RULE: A kicking violation is intentionally striking the ball with any part of the leg or foot. An unintentionally kicked ball is never illegal, regardless of how far the ball goes or who recovers it.

12.	MYTH: A1 is dribbling in the frontcourt when defender B1 knocks the ball out of A1's hand, off A1's leg, and into the backcourt. A1 can retrieve the ball legally.	RULE: When the ball is knocked out of A1's hand, Team A remains in team control despite the loose ball. Since A1 was the last to touch the ball in the frontcourt, it would be a backcourt violation if any player from Team A is the first touch the ball in the backcourt. Even though the actions of B1 caused the ball to become loose, this does not make it legal for Team A to retrieve the ball in this case.
13.	MYTH: A player dribbling with one foot on each side of the half-court line has frontcourt status.	RULE: Both feet of the dribbler and the ball must be entirely in the frontcourt for the ball and the dribbler to be considered in the frontcourt.
14.	MYTH: It is a 3-second violation when a player attempts and rebounds consecutive shots from the key.	RULE: No team is in control from the time a shot is released until the rebound is secured. Team control is required for a 3-second count to begin.
15.	MYTH: "Reaching in" is a foul.	RULE: The mere act of "reaching in," by itself, is nothing. If illegal contact occurs, it is a foul.
16.	MYTH: "Over the back" is a foul.	RULE: There must be contact to have a foul. It is legal for a taller player to rebound from behind a shorter player. Penalize illegal contact, not for being tall.
17.	MYTH: Basketball is a non-contact sport.	RULE: Incidental contact does occur. Contact which does not create an advantage/disadvantage may be ignored. Contact on the shooter should be called. If a shooter runs/jumps into good defense, there is no foul on the defense. If the shooter displaces the defense, it is a player-control foul for charging.
18.	MYTH: A defender must not be moving to take a charge.	RULE: Once legal guarding position has been obtained, the defensive player may always move to maintain that position and may even have one or both feet off the floor when contact occurs with the offensive player. The defense is not required to remain stationary to take a charge and may turn away or duck to absorb contact. If the defender is moving forward, then the contact is caused by the defender, which is a blocking foul.
19.	MYTH: A moving screen is always a foul.	RULE: A moving screen is not necessarily a foul. Illegal contact must occur for a foul to be called.
20.	MYTH: A defender must "give the dribbler a step."	RULE: If legal guarding position has been established, it is up to the dribbler to avoid contact. The player with the ball should expect to be guarded. Legal guarding position is the key. Time and distance are not an issue when guarding someone with the ball.
21.	MYTH: Players can fake being fouled (flop) without penalty.	RULE: Flopping or faking a foul is illegal. The first instance is a team warning for faking being fouled. Any subsequent instances result in a team technical foul.

Starting and stopping clock	Start clock 1	Stop clock 2	Stop clock for jump/held ball 3	4	5	Information	Directional signal 6
	Throw-in and free-throw designated spot/violation 7	Move along endline on throw-in 8	Visible counts 9	Beckoning substitutes 10	60-second time-out 11		Not closely guarded 13
	Tipped ball 14	Flopping 15	No score 16	Goal counts 17	Points scored 18		19
	Shooting/scoring						
	Signal free throw 20	Delayed violation: Withheld whistle 21	Traveling violation 22	Illegal use of hands 31	Hand check 32		Holding 33
	Violations						
Free throws/Bonus free throws	Illegal dribble 23	Palming carry 24	Backcourt/first to touch from out of bounds violation 25	3-second violation 26	Blocking 34	Pushing/charging 35	Player/team control 36
	5-second violation 27	10-second violation 28	Excessive swinging elbows 29	Kicking 30	Intentional foul 37	Double foul 38	Technical foul 39
	Violations				Fouls		

TWO-PERSON OFFICIATING: COURT COVERAGE, MECHANICS**OFFICIALS MECHANICS: JUMP BALL**

Referee (Senior Official) – tosses the ball in the center circle

1. Face the scorer's table and ensure ten players, the umpire, and scorekeepers are ready.
2. Sound the whistle and remove the whistle prior to the toss.
3. Toss the ball slightly higher than either jumper can reach when they jump.

Note: If the toss is poor, either official should immediately sound the whistle and order a rejump.

4. Ensure proper setting of the possession arrow.
5. Remain near the division line and adjust position based on the umpire's movement.

Umpire (Junior Official) – positioned at the division line near the sideline on the same side as the scorer's table

1. Face the referee and primarily observe the eight non-jumpers.
2. Signal the clock to start (signal #1) when the ball is legally touched by one of the jumpers.
3. Move in the direction of the ball.

OFFICIALS MECHANICS: THROW-INS

To administer a throw-in:

1. **Signal the throw-in type** (signal #7-8).
2. **Bounce/hand the ball** to the thrower (see chart below).
3. Visibly **count** for 5 seconds (signal #9). Stop counting when the throw is released.

If the throw-in follows the end of a period or a time-out, sound the whistle prior to the throw-in.

If the clock is stopped, raise an open hand (signal #2) before beginning the throw-in and signal the clock to start (signal #1) when the ball is legally touched by a player on the court.

Be sure all players and officials are ready for play before handing or bouncing the ball to the thrower.

If the thrower muffs the handoff/bounce pass, sound the whistle and restart the throw-in.

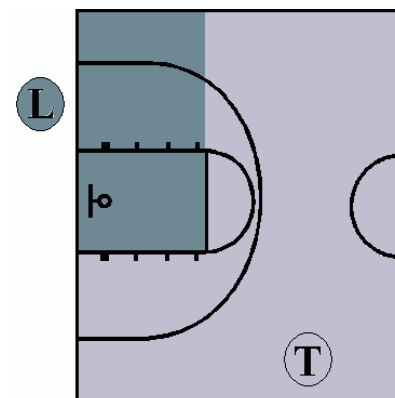
Throw-in location	Officials hand or bounce the ball to the thrower?
Sideline	Bounce Pass
Frontcourt end line	Hand-off
Backcourt end line with defensive pressure	Hand-off
Backcourt end line with no defensive pressure	Bounce Pass

Officials must handle the ball for all designated spot throw-ins. It is not necessary for officials to handle the ball following a goal for end line privilege throw-ins.

The start of the second, third and fourth quarters begin with an alternating-possession throw-in at the division line on the side of the court opposite the scorer's table.

POSITIONING: LEAD OFFICIAL & TRAIL OFFICIAL**Lead official:**

- Lead is positioned 4 to 6 feet out of bounds beyond the end line.
- Move parallel to the end line as ball movement and player position dictate.
- As the ball crosses to the Trail official's side of the court, Lead should close down near the basket to be closer to the action.
- Lead is responsible for all calls on the end line and the nearest sideline.
- Do not watch the flight of the ball or look up at the basket when a shot is attempted. Instead, focus on rebounding action.

**Trail official:**

- The home position is 3 feet above the top of the three-point arc and along, or just inside, the sideline.
- Trail is responsible for the division line and the nearest sideline.

Lead's Primary Coverage Area is indicated by the darker-shaded area. Trail is primarily responsible for the lighter-shaded area.

Keep the players "boxed-in" between both officials. Move to get angles to avoid becoming "straight-lined" by looking between players rather than trying to look through a player's body.

Focus on the **Primary Coverage Area** (see image) but assist the other official when there is no action within the primary area.

Rulings may be made outside an official's primary area, but the primary coverage official should be given the first opportunity to make the call. Exception: Non-basketball plays (flagrant, unsporting, etc.) should be ruled immediately, regardless of whether they are located within the primary area.

When two whistles are sounded on the same play, the official who has primary coverage should take the call. If one official has information which conflicts with the other, the two officials should get together and quickly discuss the play to determine the correct call.

Do not backpedal when transitioning from Trail to Lead. Instead, turn and run.

Use the "bump and run" technique when the ball becomes dead where one official "bumps" the other official out of his/her current position and the vacating official "runs" down into a new position. This prevents one official from having to run the entire length of the court.

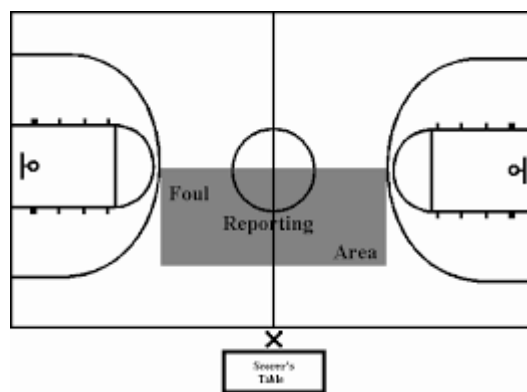
OFFICIALS MECHANICS: FOULS

To call a foul:

1. Sound the whistle with a single sharp blast and raise a **closed fist** above the head (signal #4).
2. Signal the **nature of the foul** (signal #31-39).
3. Signal the throw-in **spot** (signal #7) or **number of free throws** (signal #20).
4. Move to the **Foul Reporting Area** (see image below) and report the foul to the scorekeeper:
 - a. state the **jersey color**
 - b. state and signal the **player number** (both hands for double digits, right hand for tens digit)
 - c. signal the **nature of the foul** (signal #31-39)
 - d. signal the throw-in **spot** (signal #7) or **number of free throws** (signal #20)

If a basket is scored with the foul, signal that the **goal counts** (signal #17) before reporting the foul.

Officials switch positions when a foul is called. For shooting fouls, the ruling official remains table side as Trail.

**OFFICIALS MECHANICS: VIOLATIONS**

To call a violation:

1. Sound the whistle with a single sharp blast and raise an **open hand** above the head (signal #2).
2. Signal the **violation** (signal #22-30), if applicable.
3. Signal the **direction** of the throw-in team's basket (signal #6) and call out the uniform color.
4. Signal the throw-in **spot** (signal #7).

OFFICIALS MECHANICS: HELD BALL

To call a held ball:

1. Sound the whistle with a single sharp blast and raise an **open hand** above the head followed by the signal for a **held ball** (signal #3).
2. The closest official moves in and toward the action. Use your voice and/or whistle to ensure players stop their activity - this may prevent dead-ball contact or rough play.
3. Only after ensuring all play has stopped, check with the other official to determine possession. Signal the **direction** of the throw-in team's basket (signal #6) and call out the uniform color.
4. Signal the throw-in **spot** (signal #7).
5. After the throw-in ends, ensure the possession arrow has been switched.

OFFICIALS MECHANICS: FREE THROWSLead official:

1. Assist players lining up for the free throw while your partner is reporting the foul.
2. Step into the lane and signal and state the **number of free throws** remaining (signal #20).
3. **Bounce the ball** to the thrower and back out of the lane into position.
4. Primarily observe the first lane space on the near lane line and all rebounders on the opposite lane line (signal #21 if a delayed lane violation).
5. If the final free throw is successful, begin the **5-second count** (signal #9) when the fouling team has had ample time to secure the ball for a throw-in and signal the **clock to start** (signal #1) when the throw-in is legally touched by a player on the court.

Trail official:

1. After reporting the foul to the scorekeeper, assist the Lead lining up players along the lane.
2. Take a tableside position just above the free throw line extended and halfway between the nearer lane line extended and the sideline.
3. Signal the **number of free throws** remaining (signal #20).
4. Begin a silent and visible **10-second count** using wrist flicks when the thrower receives the ball.
5. Primarily observe the thrower, the top two lane spaces on the opposite lane line, and all players not in marked lane spaces (signal #21 if a delayed lane violation).
6. Raise an **open hand** as the final free throw is released. If the attempt is unsuccessful, signal the **clock to start** (signal #1) when the ball is legally touched by a player on the court. If the attempt is successful, simply drop the hand.

OFFICIALS MECHANICS: TIME-OUTS

To be granted a time-out, a player of the requesting team must be in control of the ball. Time-out cannot be granted during an interrupted dribble. Any team may be granted a time-out during a dead ball. Time-outs may be requested by head coaches and players on the court.

To grant a time-out:

1. Sound the whistle and raise an **open hand** above your head to stop the clock (signal #2).
2. **Point to the bench of the calling team** to indicate which team has been granted time-out.
3. Move to the Foul Reporting Area and notify the scorekeeper of the calling team's jersey color.

Officials must notify the head coach when their team has no time-outs remaining.

A time-out warning horn is sounded after 45 seconds. A second horn is sounded at 60 seconds.

If a player is injured or sick, an officials' time-out should be called. Do not touch an injured player. Beckon the coach onto the court (signal #10) to assist with the injured player. If the coach is beckoned or the coach comes onto the court, the injured player must be replaced by a substitute. If a player is bleeding, has an open wound, or has an excessive amount of blood on the uniform/body, they must be directed to leave the game and may not return until the blood has been taken care of unless the blood can be appropriately covered/cleaned within 20 seconds.

DYA YOUTH OFFICIALS CODE OF CONDUCT

1. I have read and understand the “Basketball Officials Study Guide” document.
2. I will read and review information sent to me and respond to requests by the Commissioner in a timely manner.
3. I will arrive at my assigned gym at least 10 minutes prior to the first game’s scheduled start time.
4. I will conduct a pregame meeting before each game and introduce myself to the coaches.
5. I will always conduct myself in a professional manner and dress appropriately.
6. I will report to the Commissioner any conflict or incident involving a coach, parent, player, or fan that, as judged by me, is inappropriate or is disrespectful of DYA or the game.
7. I will find a substitute as soon as I know I cannot work an assigned game. I will not wait until the last minute to do so.
8. I understand that missing an assignment is unacceptable and can be cause for losing work.